

# Solving extremely ill-posed structures

Lars Beex Marc Duflot<sup>b</sup> Laurent Adam<sup>b</sup>

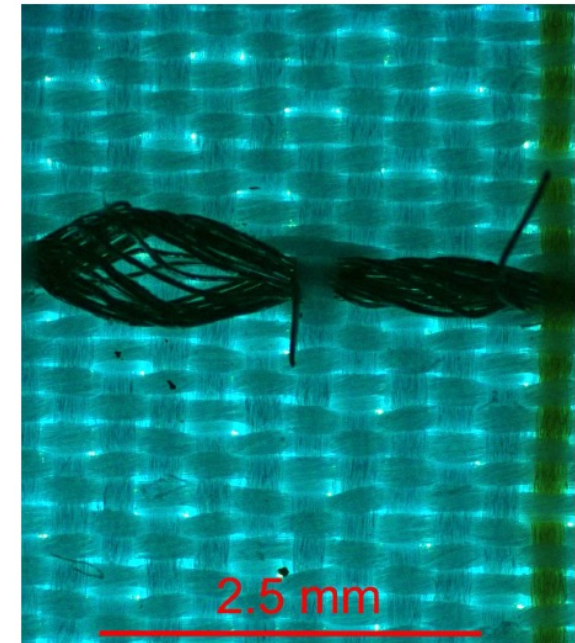
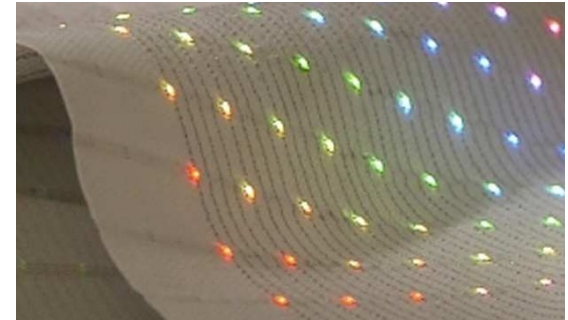
<sup>b</sup>e-Xstream Engineering

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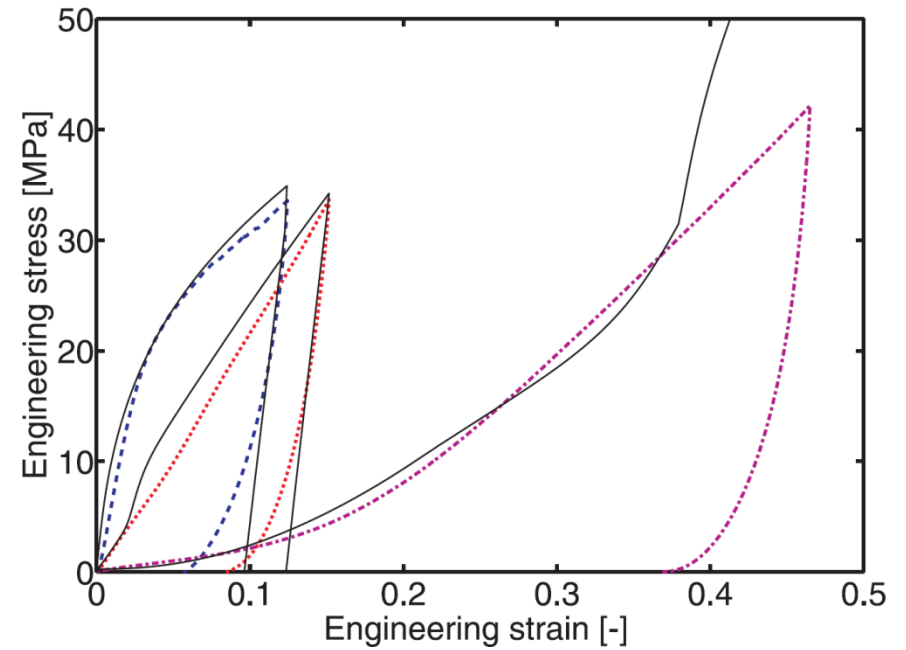
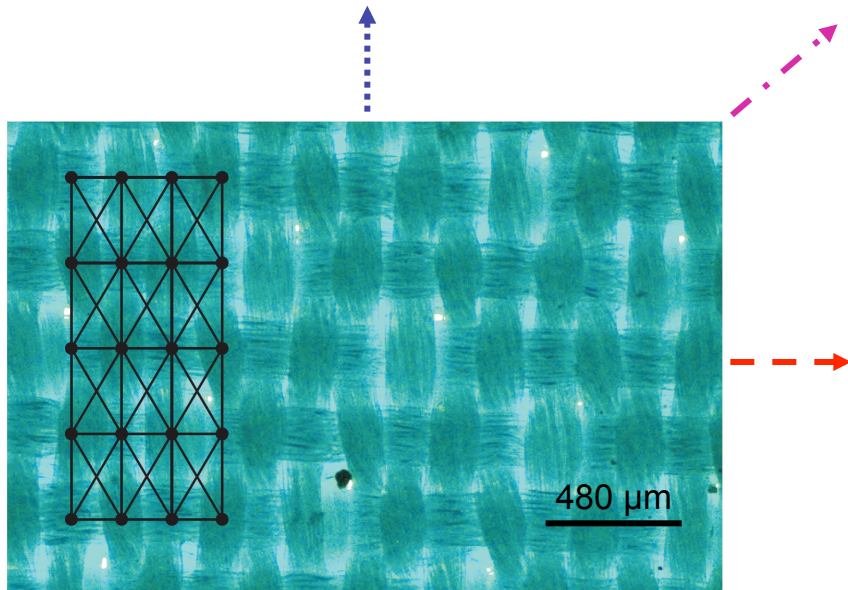
  
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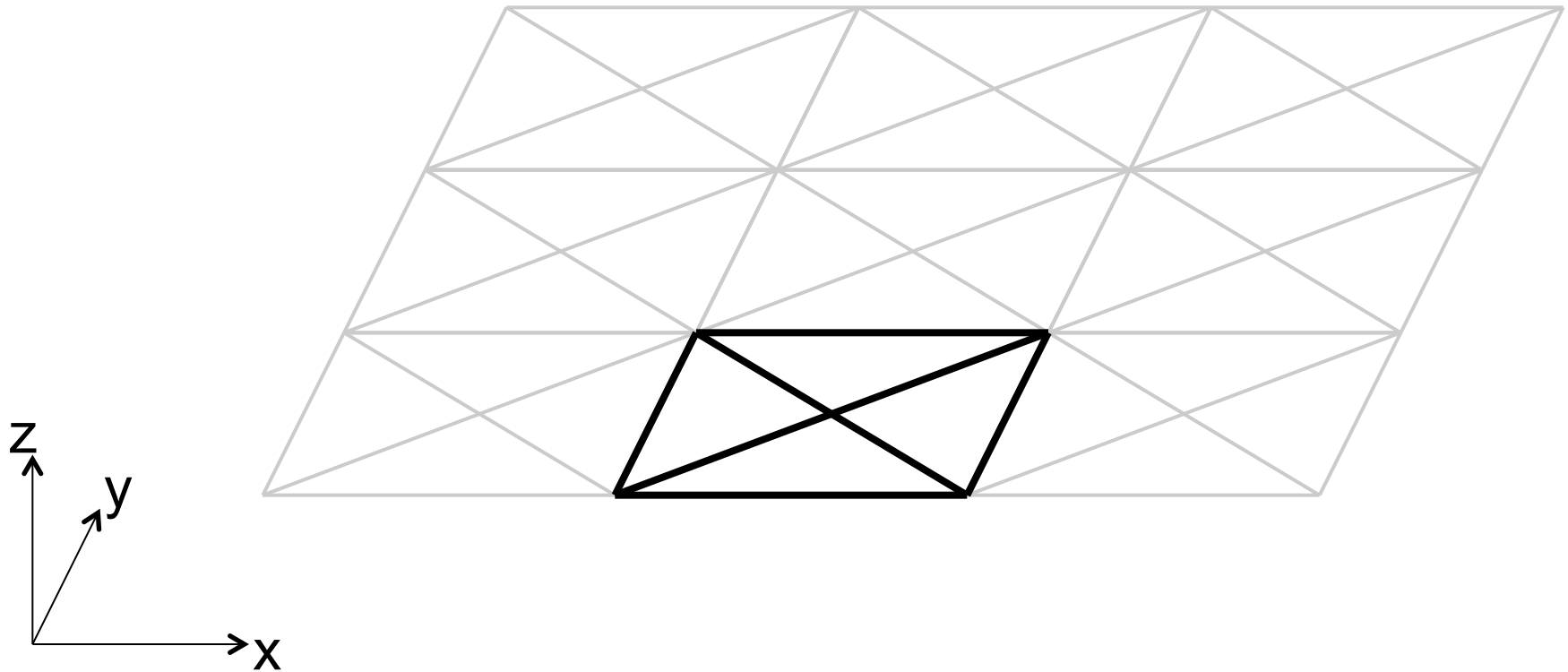
# Introduction



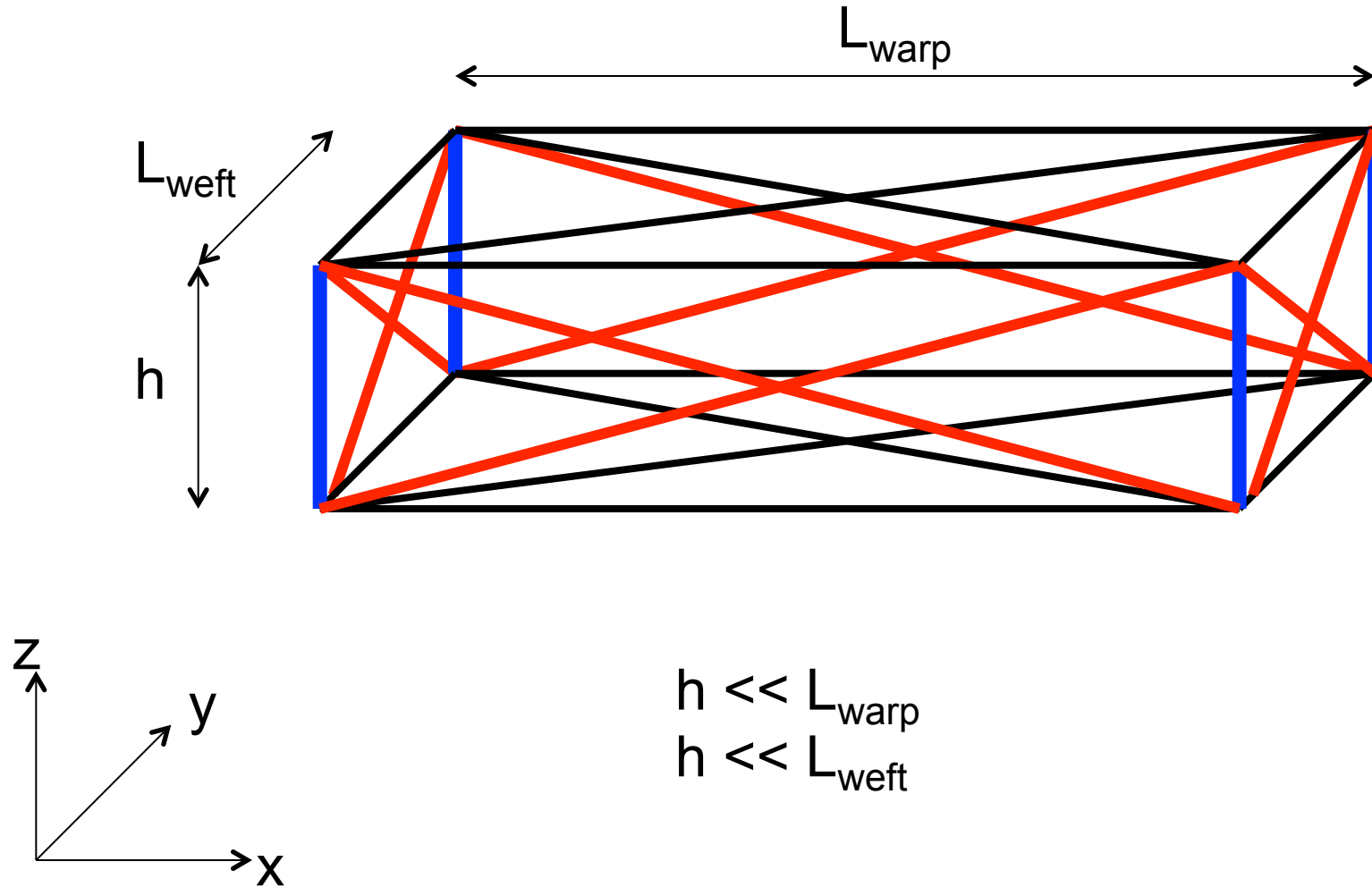
# Introduction



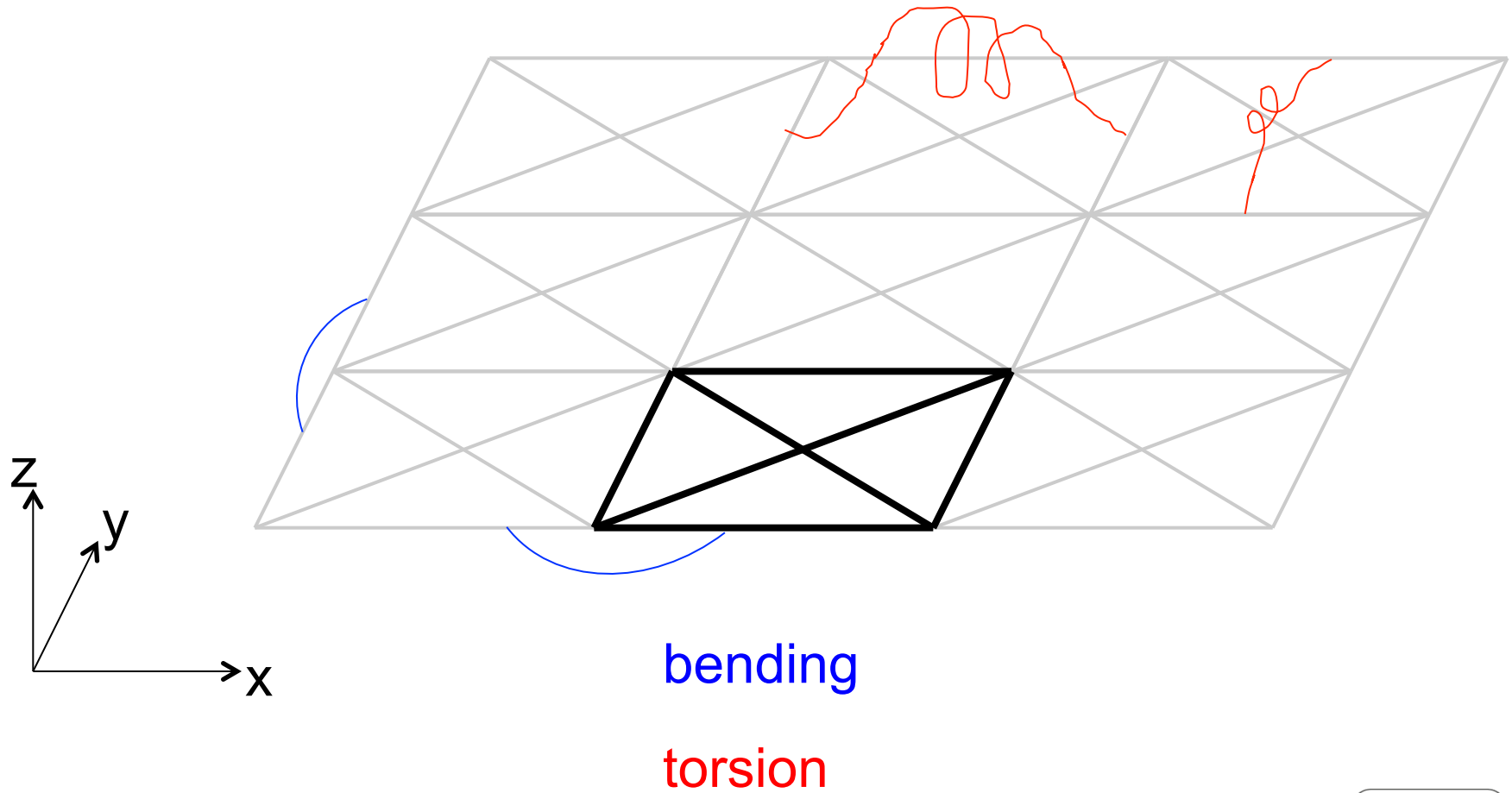
# Problem: no out-of-plane stiffness



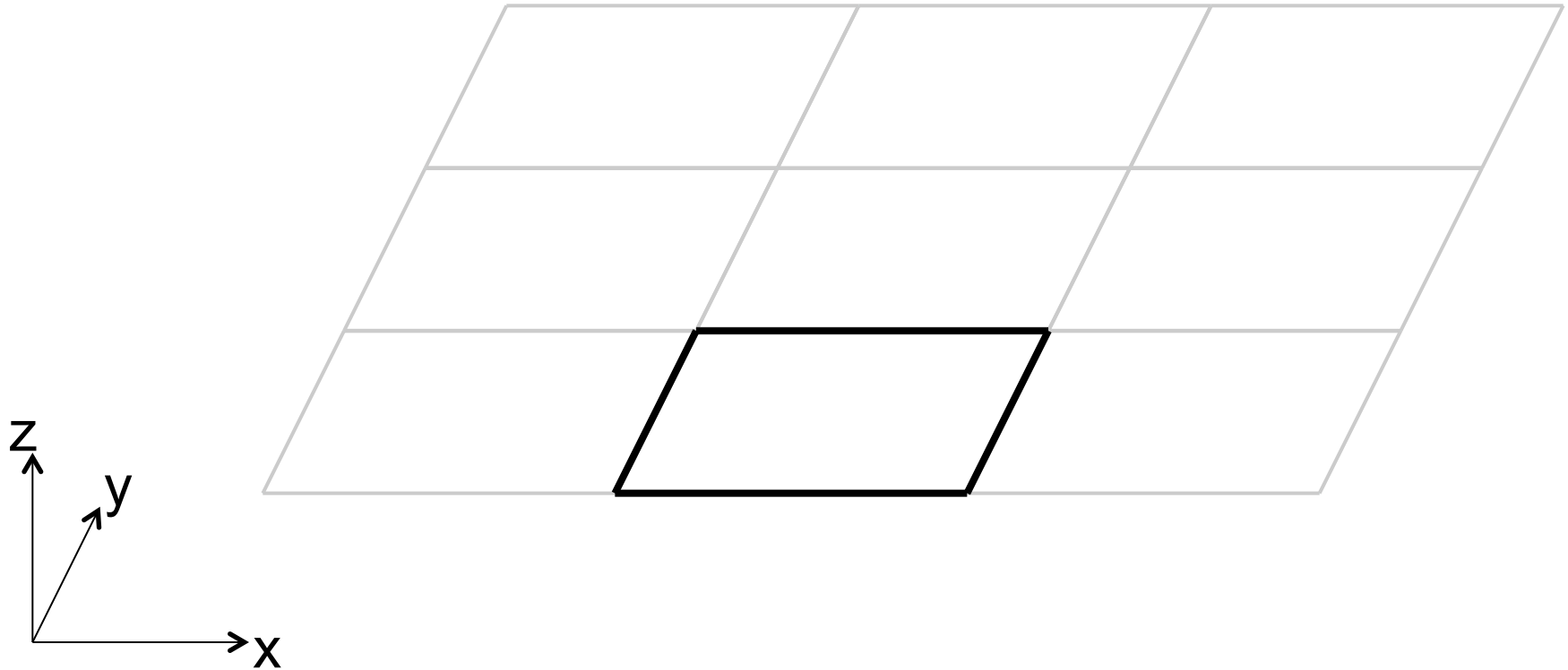
# Creating out-of-plane stiffness: Approach 1



# Creating out-of-plane stiffness: Approach 2



# Energy minimisation without Hessian



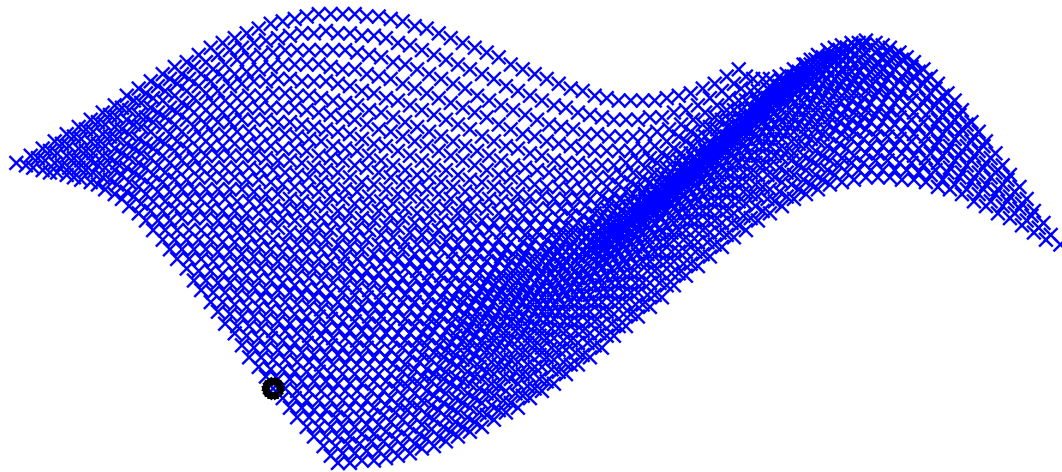
# Energy minimisation: steepest descent

START:

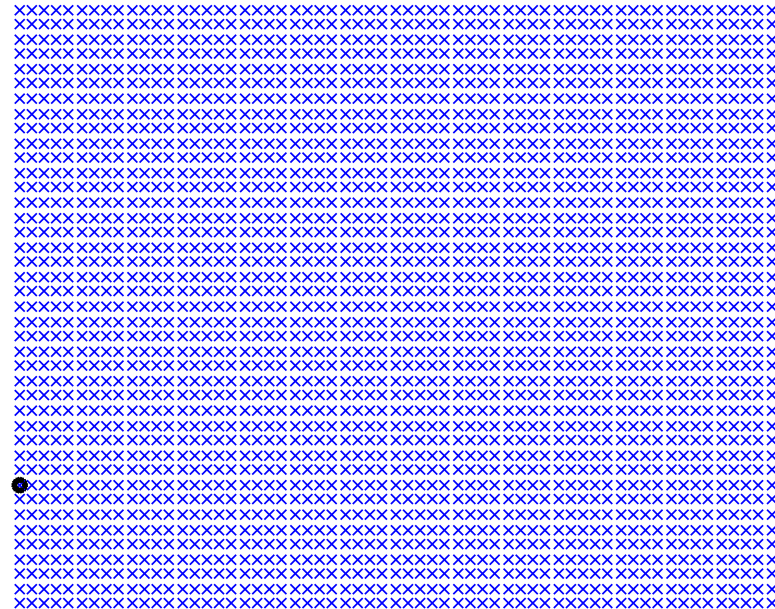
$\mathbf{u}_0$

$E(\mathbf{u}_0)$

View 1



Top view





# Energy minimisation: steepest descent

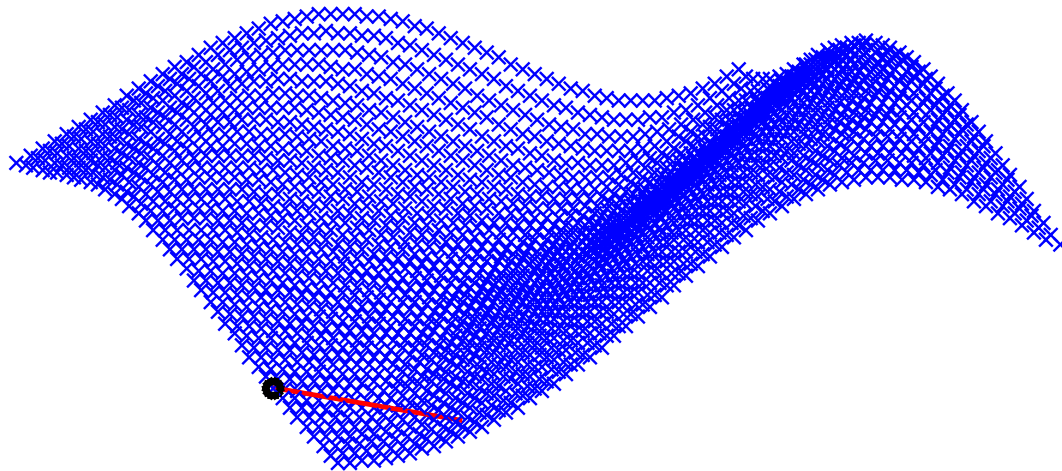
START:

$\mathbf{u}_0$

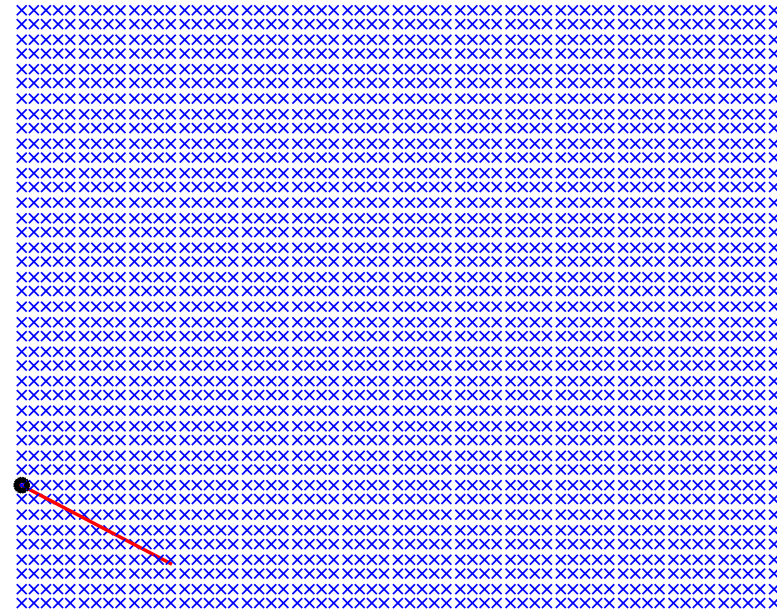
$E(\mathbf{u}_0)$

$-\mathbf{f}(\mathbf{u}_0)$

View 1



Top view



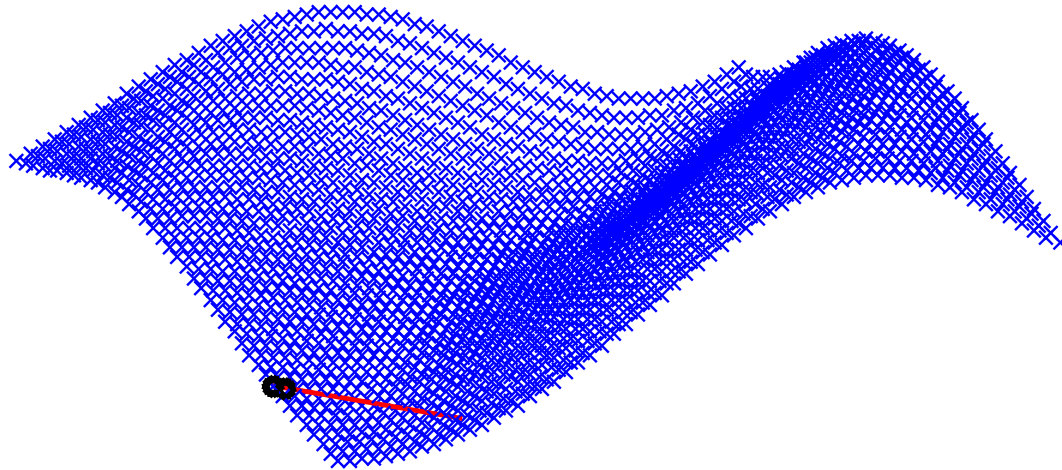
# Energy minimisation: steepest descent

UPDATE:

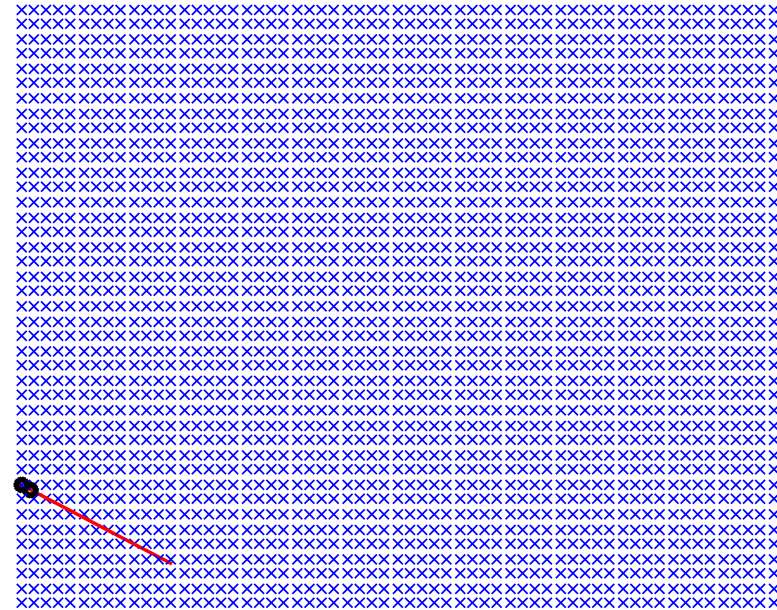
$$\mathbf{u}_{i+1} = \mathbf{u}_i - \alpha \mathbf{f}(\mathbf{u}_i)$$

$$E(\mathbf{u}_{i+1})$$

View 1

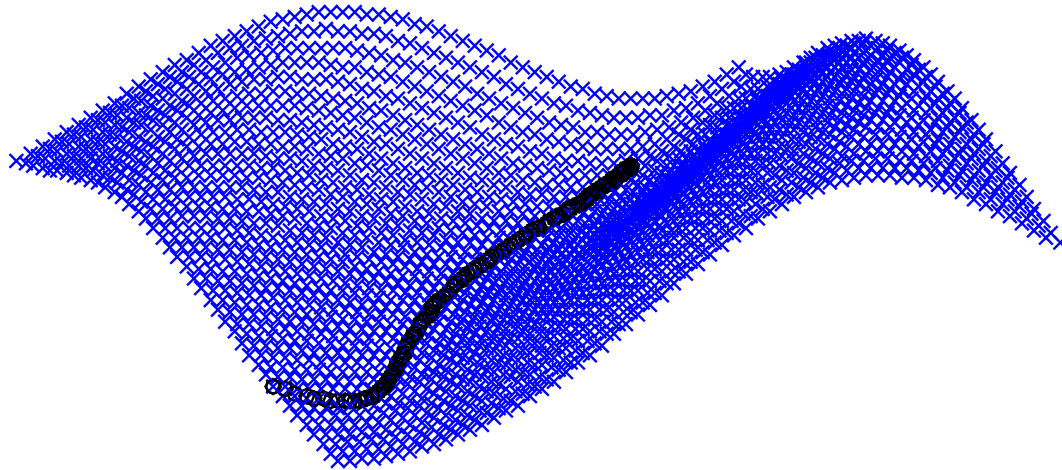


Top view

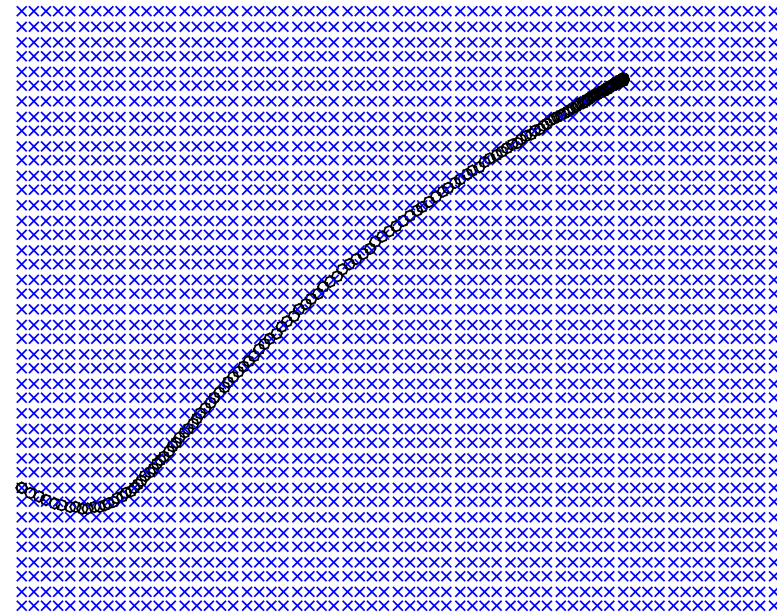


CONTINUE until  $E(\mathbf{u}_{i+1}) > E(\mathbf{u}_i)$

View 1

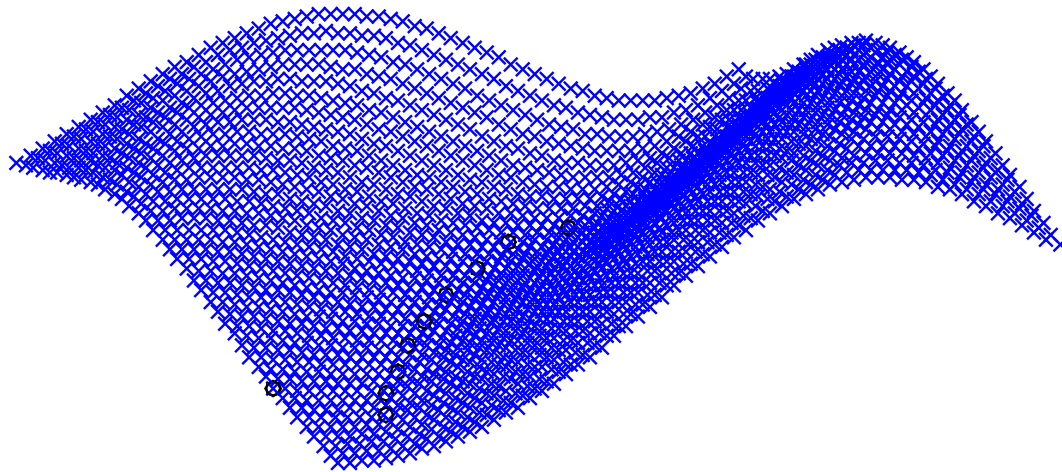


Top view

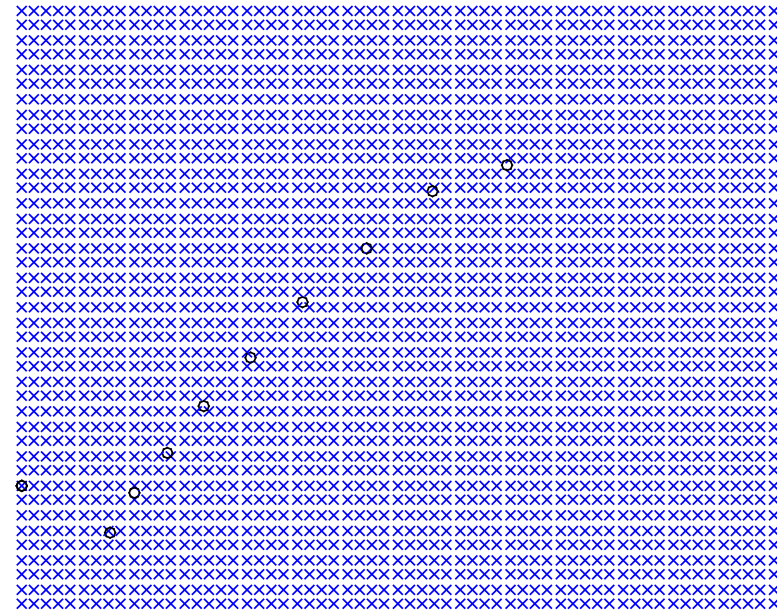


CONDITION: small stepsize  $\alpha$   
→ this makes the procedure inefficient

View 1



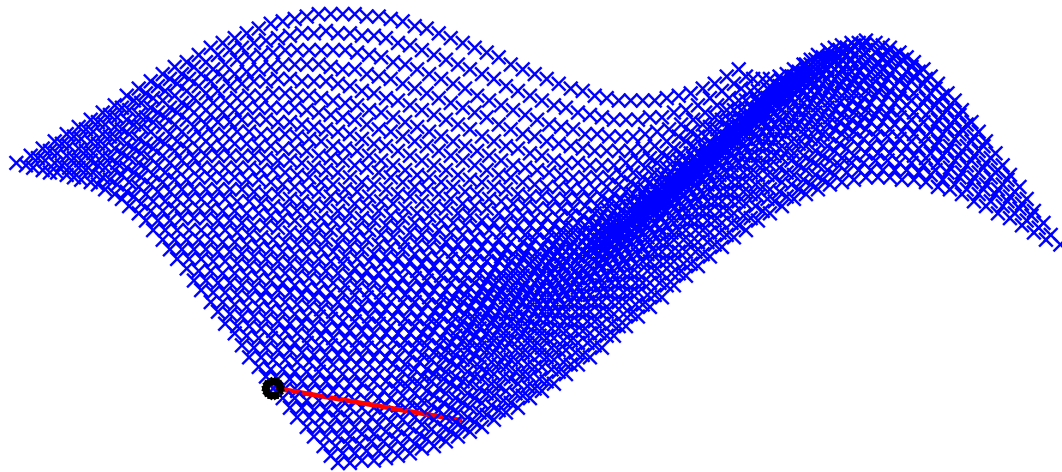
Top view



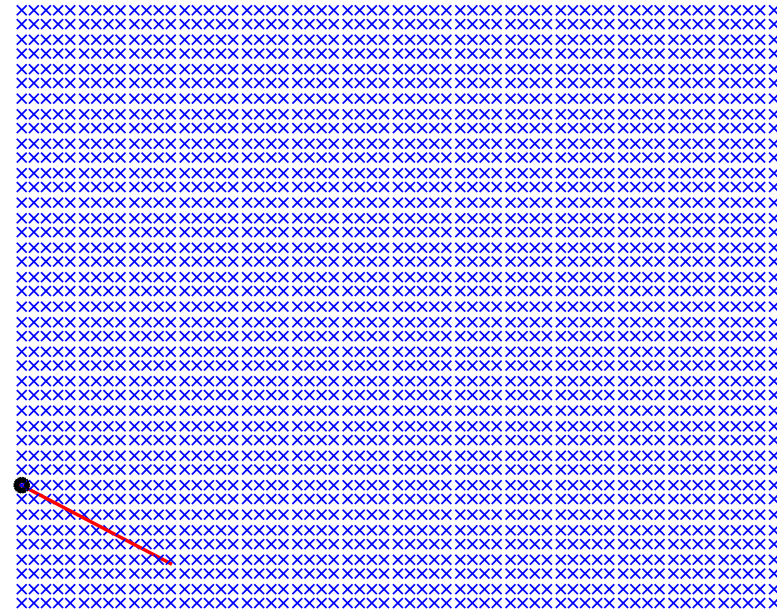
# Steepest descent with backtracking linesearch (BTLS)

IDEA: once you know the search direction, optimise stepsize  $\alpha$  such that  $E(\mathbf{u}_{i+1})$  is minimum

View 1



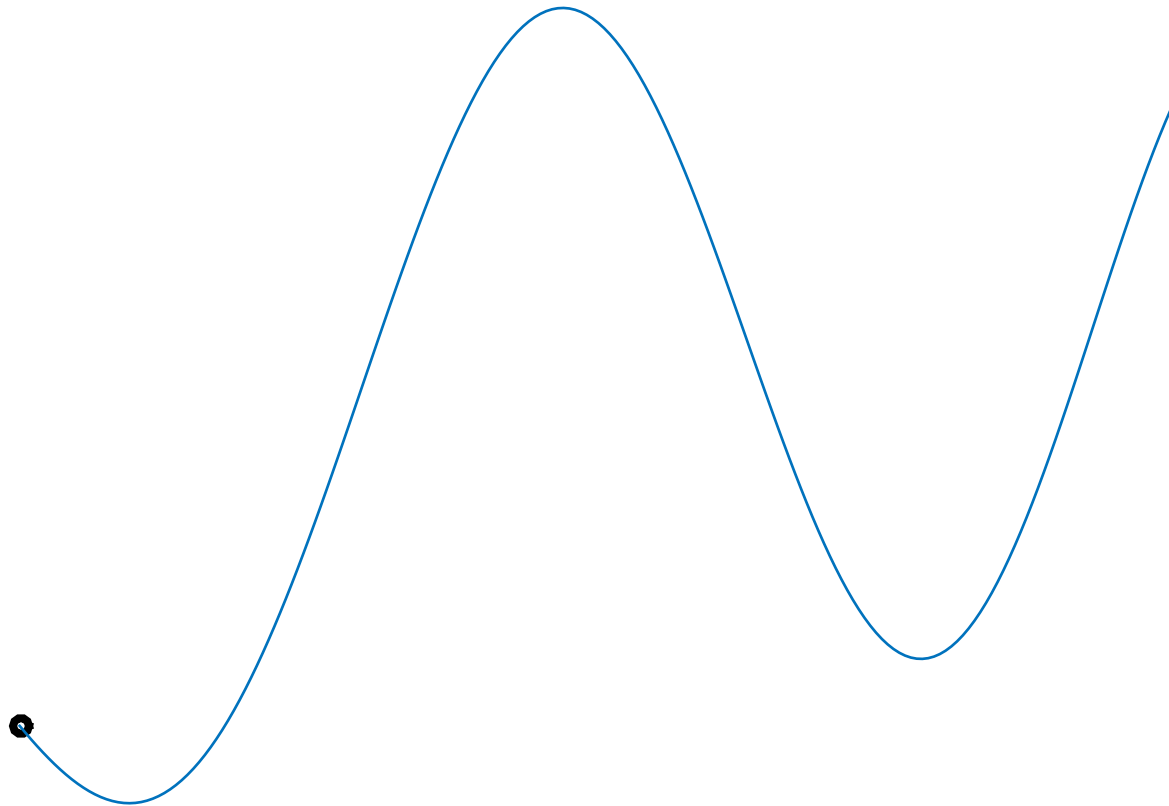
Top view





# Steepest descent with backtracking linesearch (BTLS)

IDEA: once you know the direction, optimise stepsize  $\alpha$  such that  $E(\mathbf{u}_{i+1})$  is minimum



Cross-section along search direction

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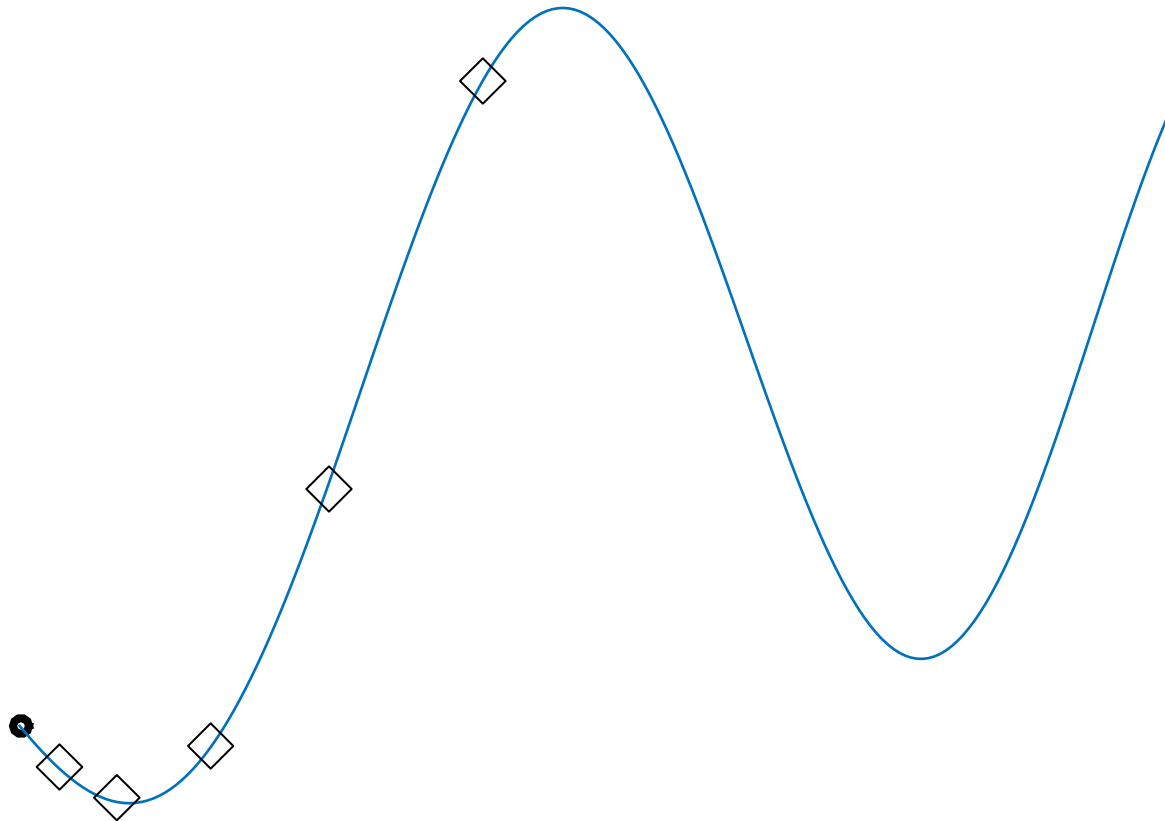
  
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# Steepest descent with backtracking linesearch (BTLS)

BACKTRACKING:  $\alpha_i = \alpha_0$

while  $E(\alpha_{i+1}) < E(\alpha_i)$

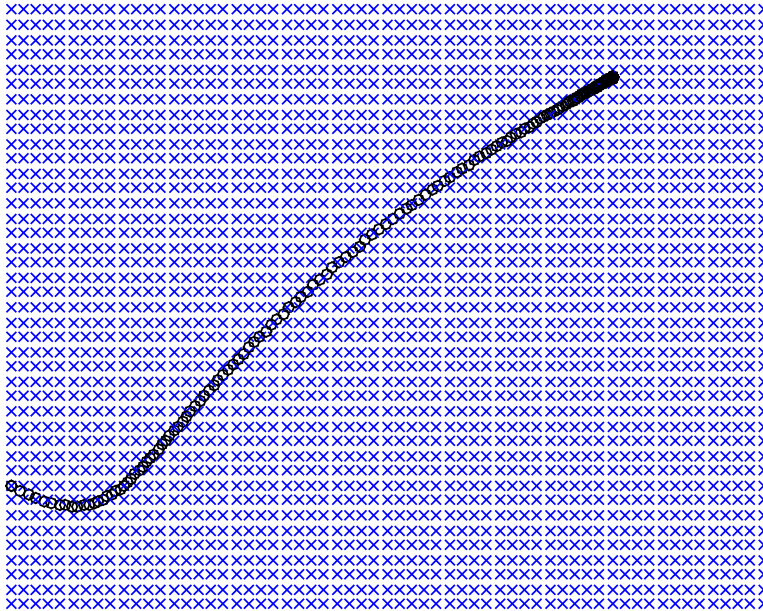
$$\alpha_{i+1} = 0.5 \alpha_i$$



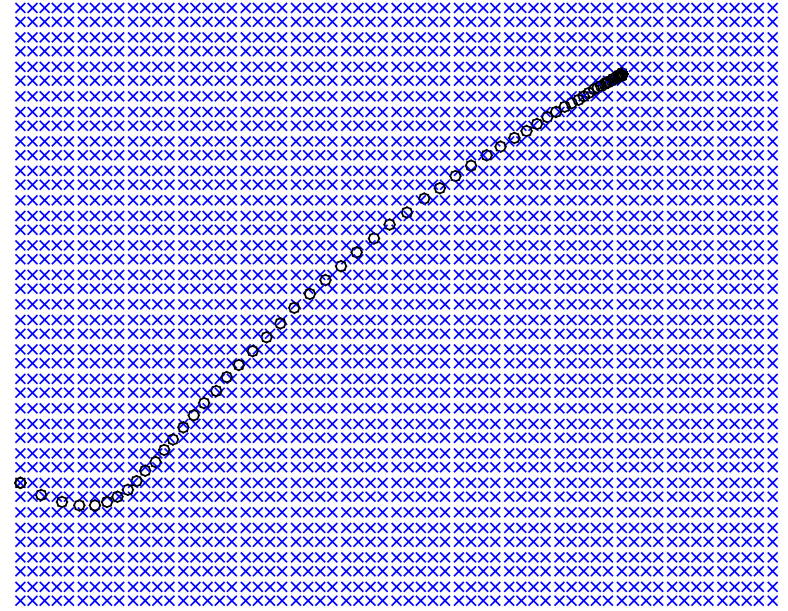
Cross-section along search direction

# Steepest descent vs Steepest descent with BTLS

## Steepest descent

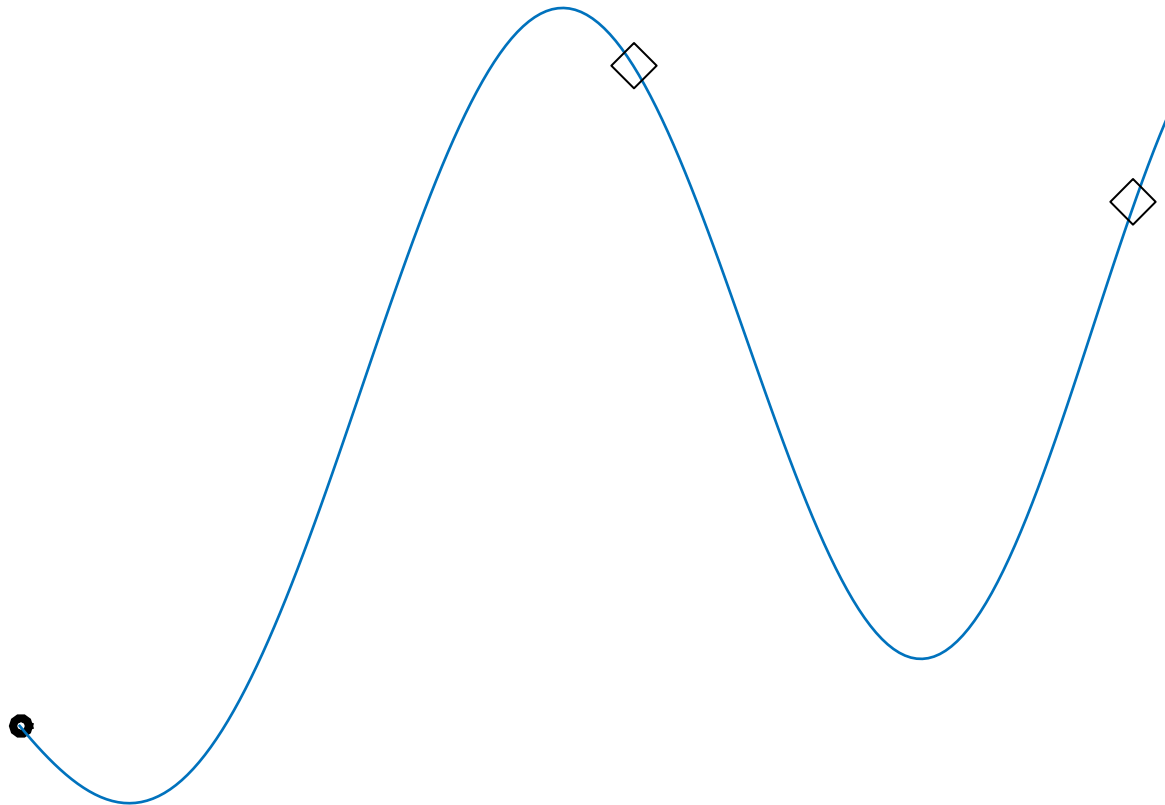


## Steepest descent with BTLS



# Steepest descent with backtracking linesearch (BTLS)

Problem BACKTRACKING: New point is higher than starting point

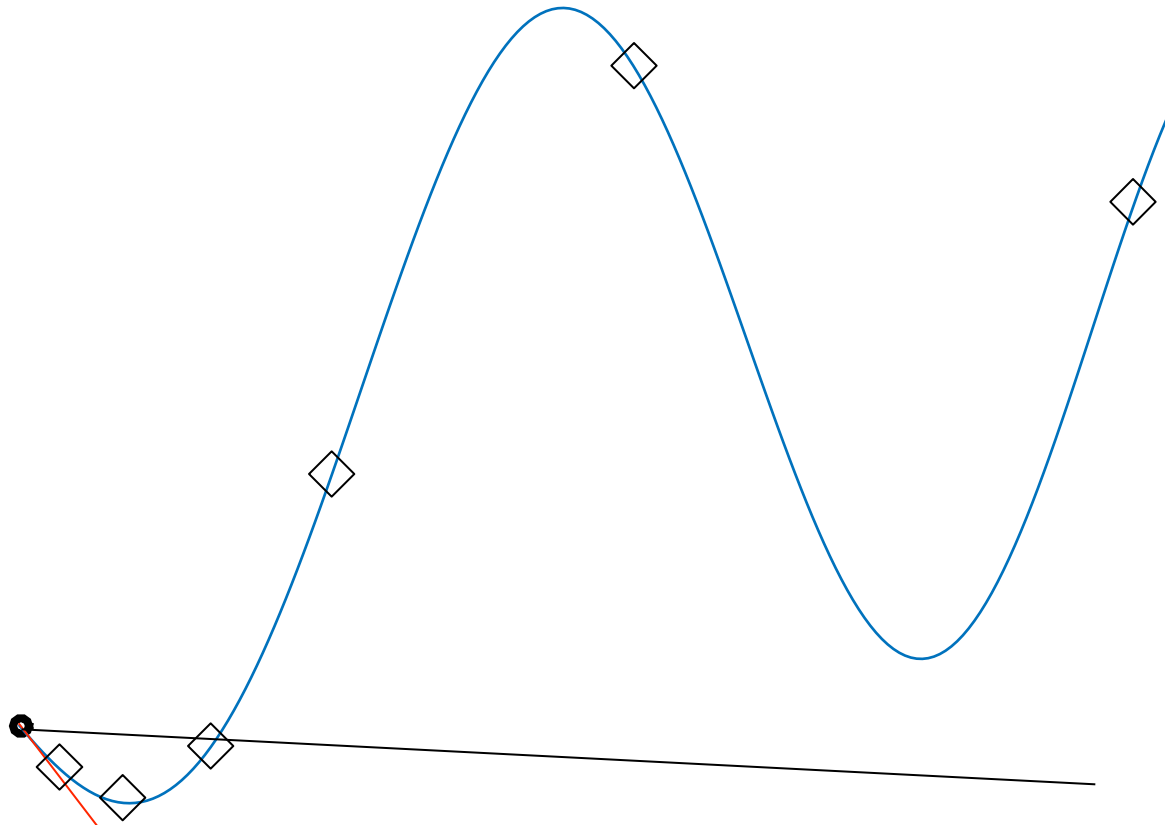


Cross-section along search direction

# Steepest descent with BTLs and Armijo Rule (AR)

Solution: apply Armijo Rule, before backtracking

$$E(\mathbf{u}_i - \alpha_{i+1} \mathbf{f}(\mathbf{u}_i)) \leq E(\mathbf{u}_i) - c_1 \alpha_0 \mathbf{f}(\mathbf{u}_i)^\top \mathbf{f}(\mathbf{u}_i)$$



Cross-section along search direction

RUES

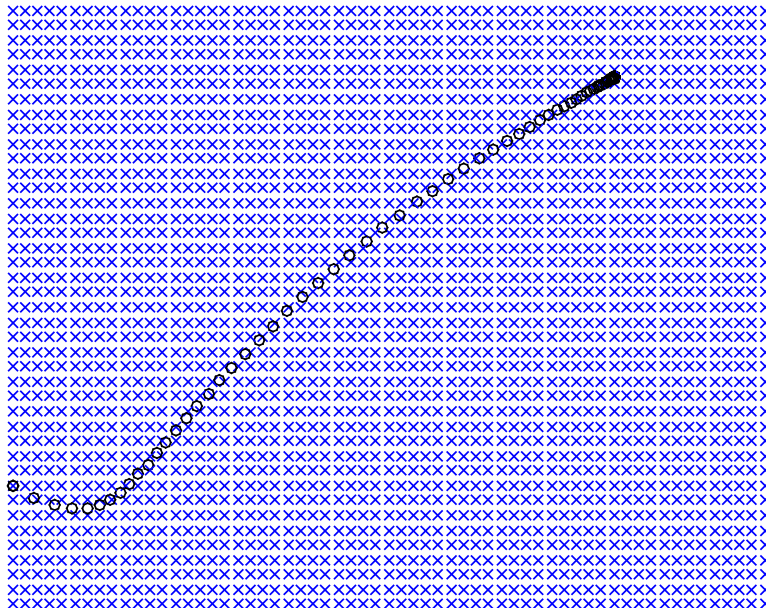
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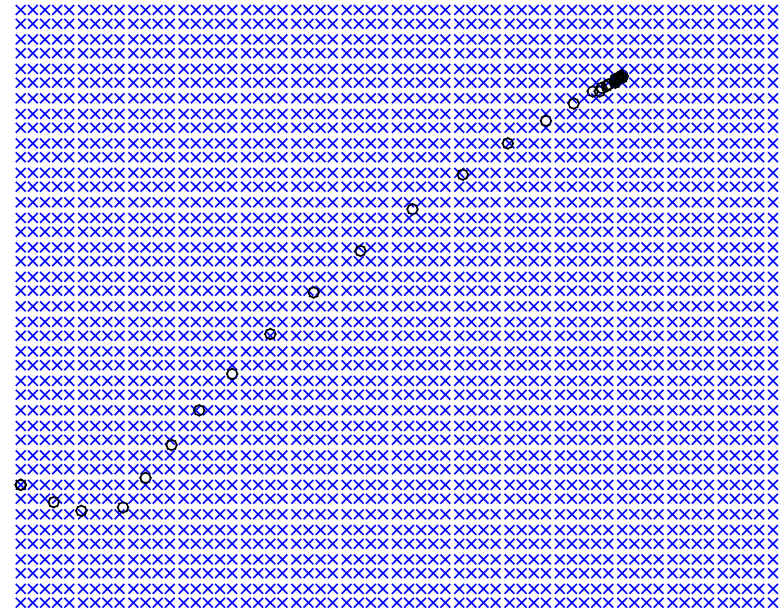


# Steepest descent with BTLS vs Steepest descent with BTLS & AR

Steepest descent with BTLS

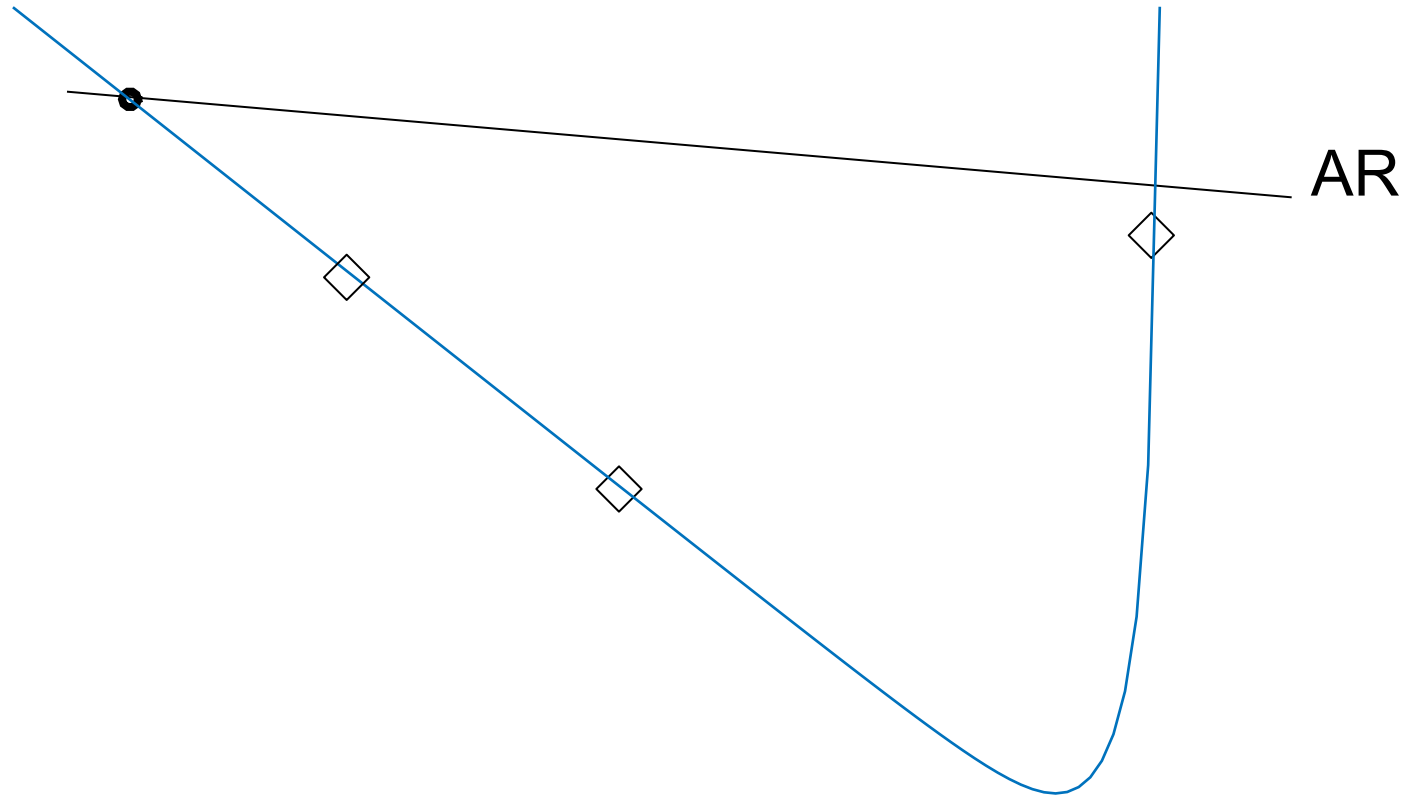


Steepest descent with BTLS & AR



# Steepest descent with BTLs and Armijo Rule

Consider the following case:



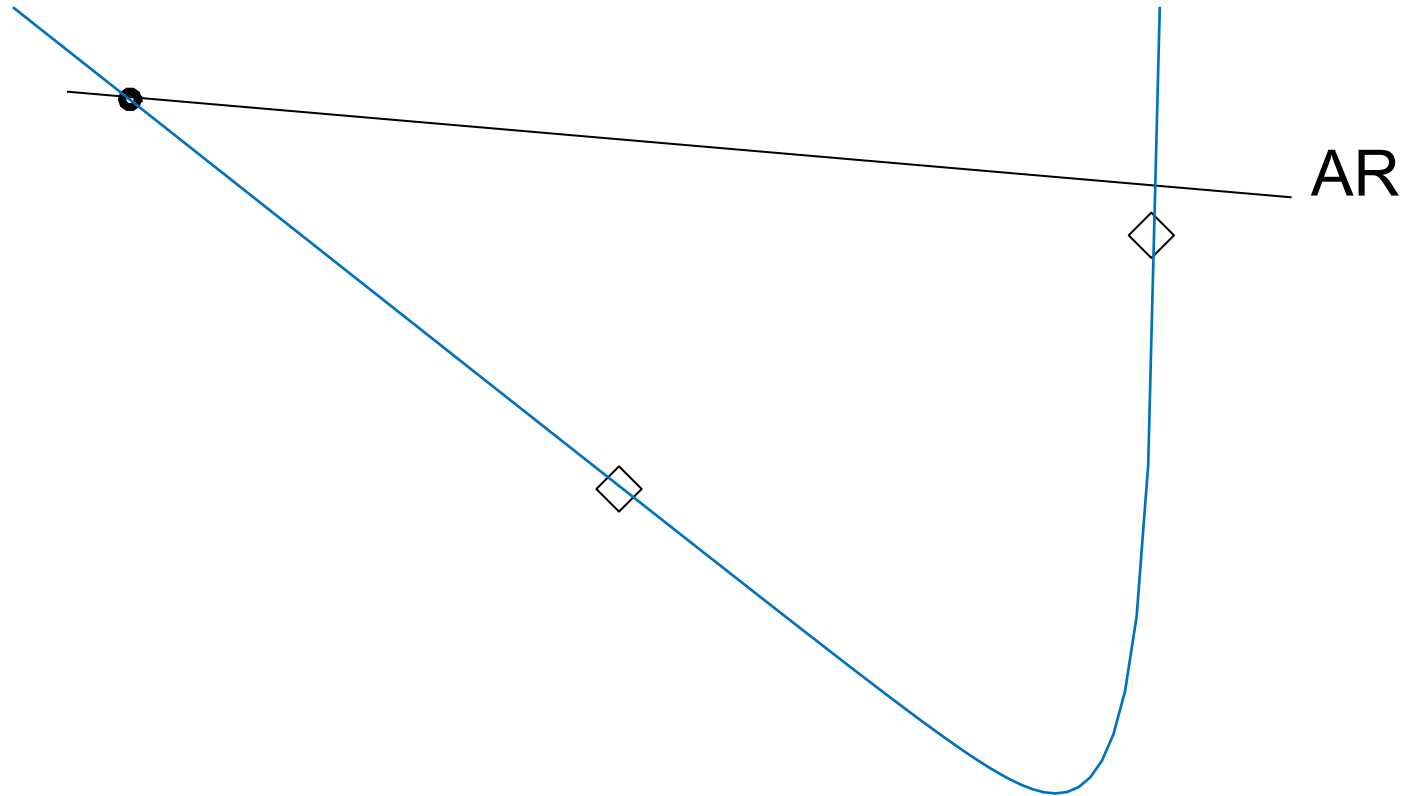
Cross-section along search direction

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Include Curvature Rule to ensure that the slope changes enough



Cross-section along search direction

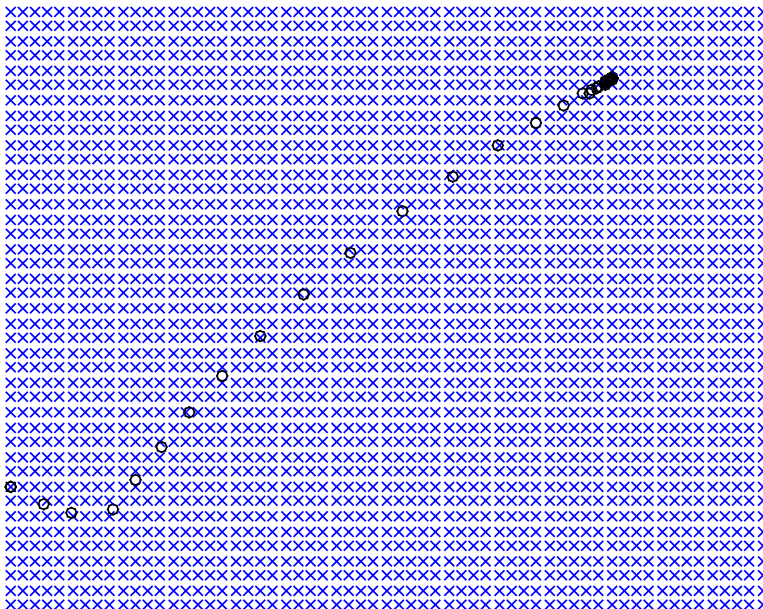
Curvature Rule:

$$\mathbf{f}(\mathbf{u}_i)^\top \mathbf{f}(\mathbf{u}_{i+1}) \leq c_2 \mathbf{f}(\mathbf{u}_i)^\top \mathbf{f}(\mathbf{u}_i)$$

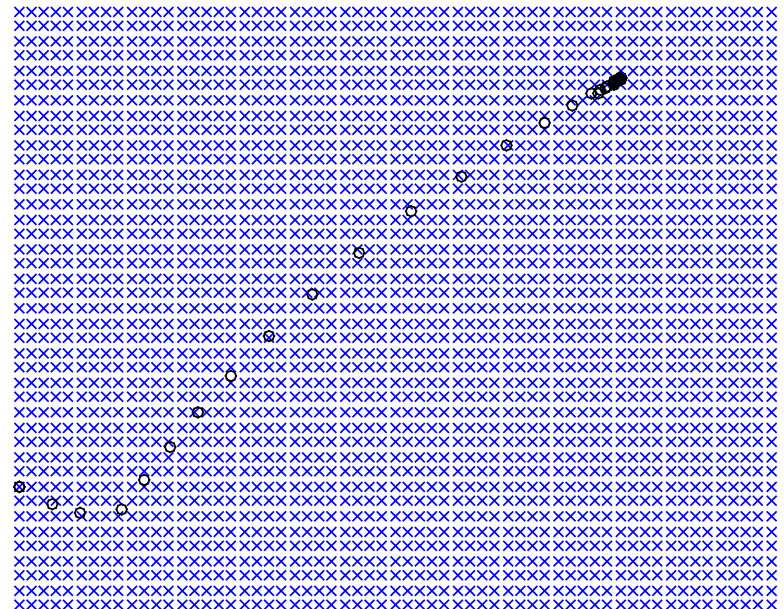
Terminology:

Armijo Rule + Curvature Rule = Wolfe conditions

## Steepest descent AR



## Steepest descent AR & CR

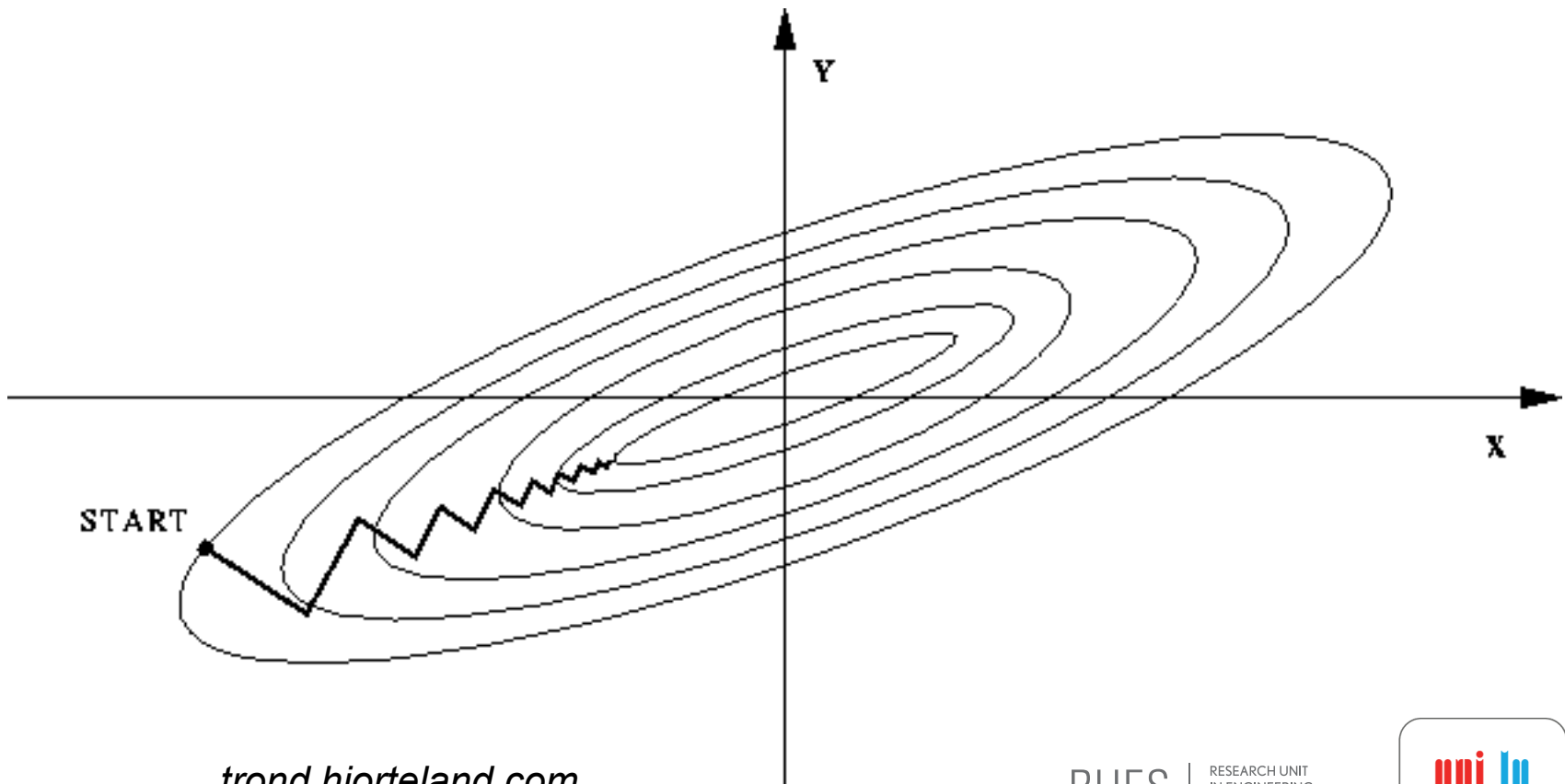




# Conjugate gradient instead of Steepest descent

Enough about backtracking linesearch, consider this:

Combine current search direction with previous search direction



# Conjugate gradient vs Steepest descent

Steepest descent update:

$$\mathbf{u}_{i+1} = \mathbf{u}_i - \alpha \mathbf{f}(\mathbf{u}_i)$$

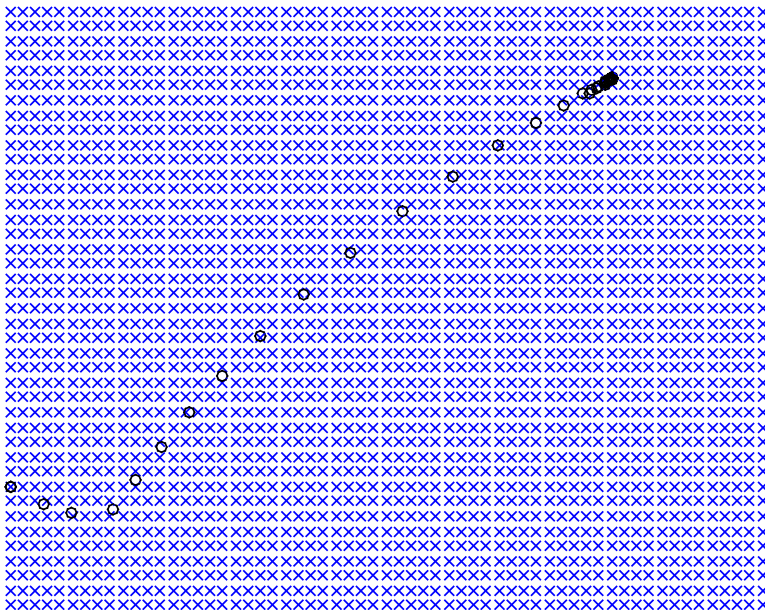
Conjugate gradient update for 2<sup>nd</sup> step:

$$\mathbf{u}_2 = \mathbf{u}_1 - \alpha ( \mathbf{f}(\mathbf{u}_1) - \beta \mathbf{f}(\mathbf{u}_0) )$$

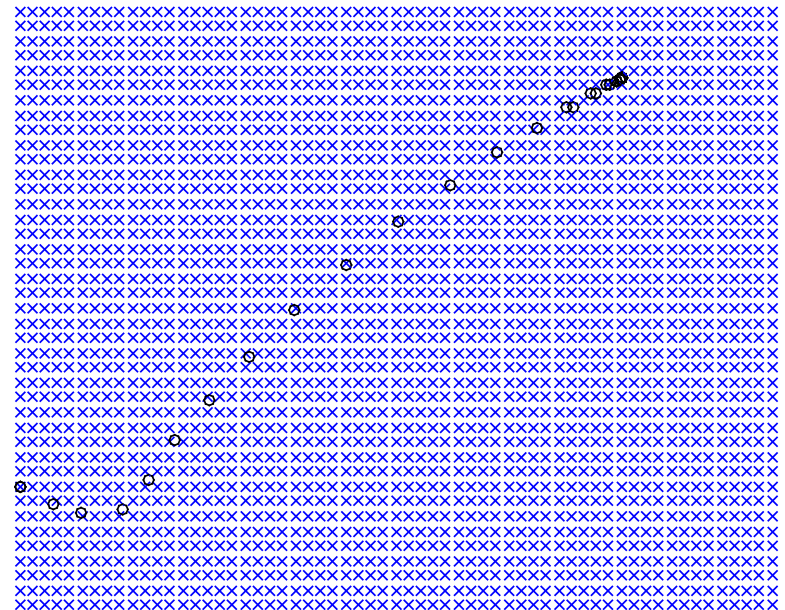
where  $\beta$ :  $\beta(\mathbf{f}(\mathbf{u}_1), \mathbf{f}(\mathbf{u}_0))$

(e.g. Polak-Ribiere)

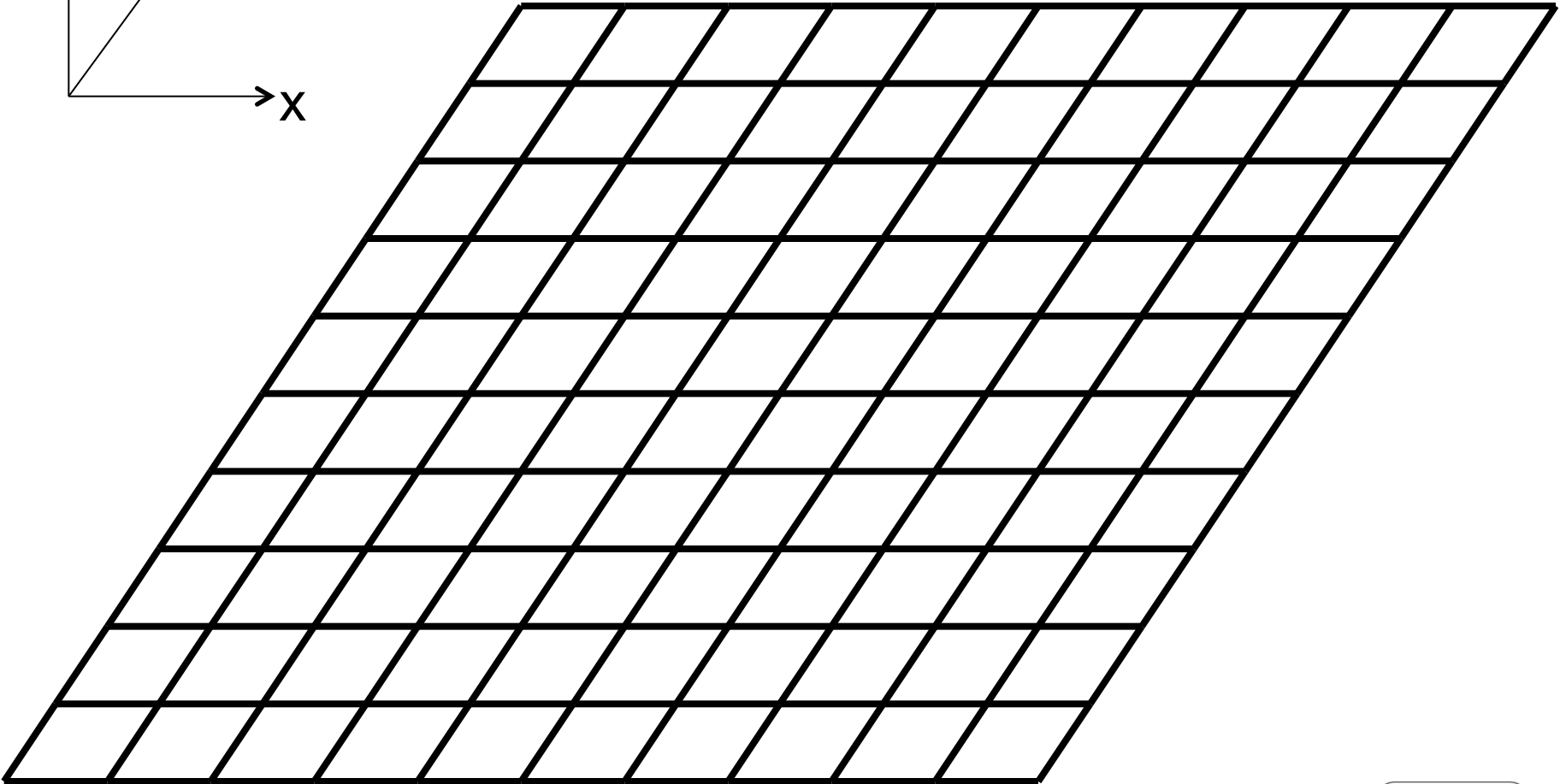
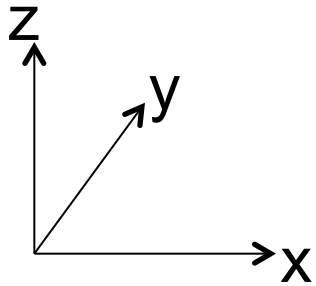
## Steepest descent AR & CR



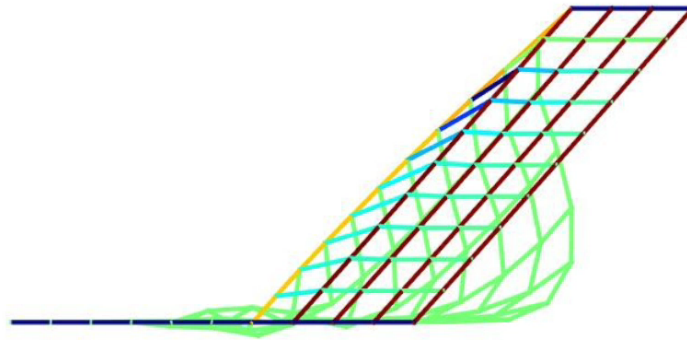
## Conjugate gradient AR & CR



# Truss network: Conjugate gradient with BTLS & WC



# Truss network: Conjugate gradient with BTLS & WC



no scaling

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Contact cannot be included via standard penalty methods or Lagrange multipliers

Energy landscape must be smooth

- no discontinuous potential
- no dissipation, BUT variational dissipation!!
- no friction in contact

Alternative to avoid ill-posedness for truss structures:

- beams